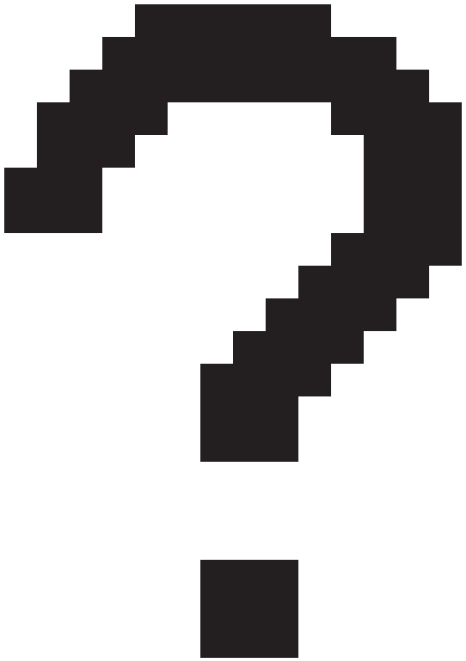
Scarce – poly

What do we have /
20 OCT 2016

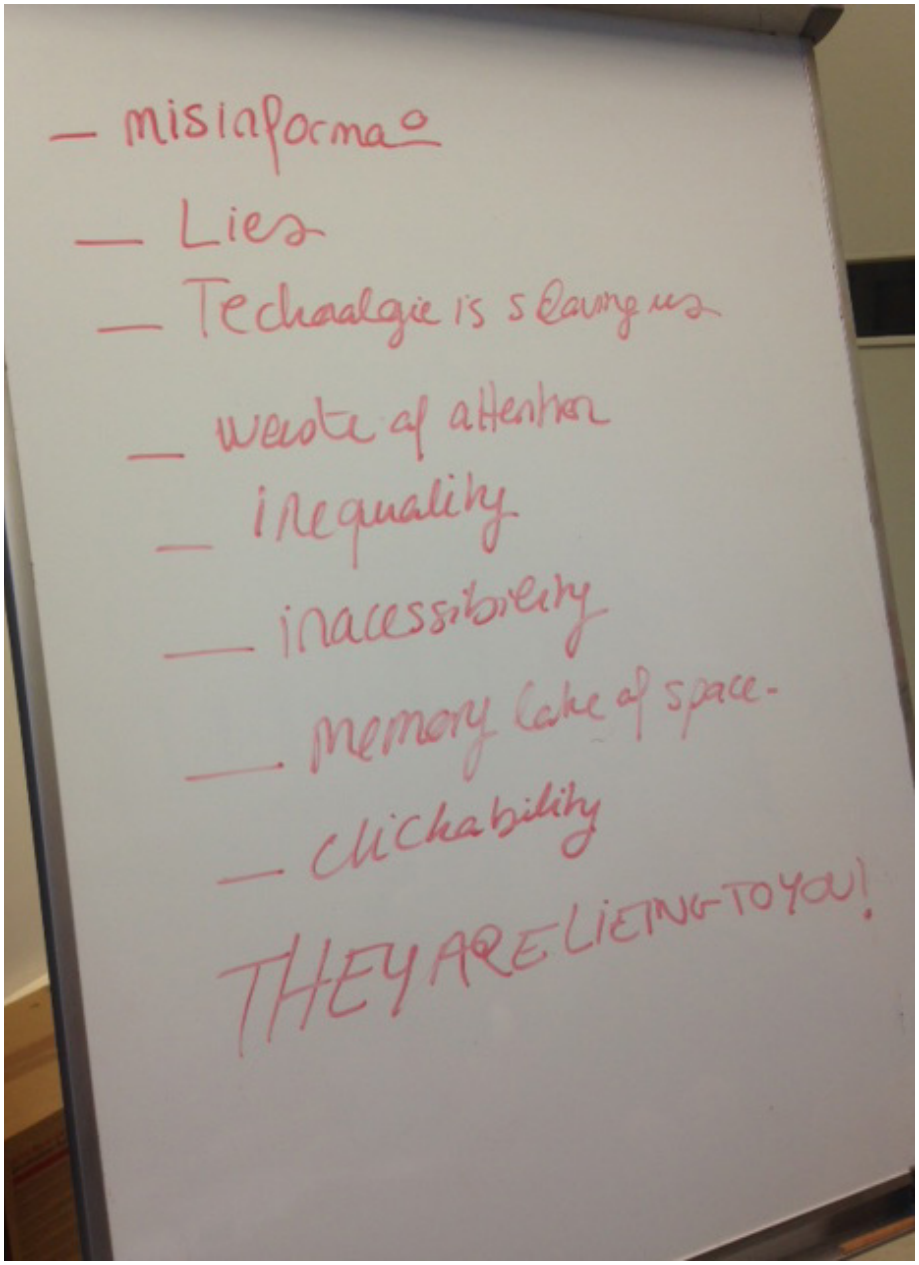
Hello everyone ! Today we have a new idea for you !!!

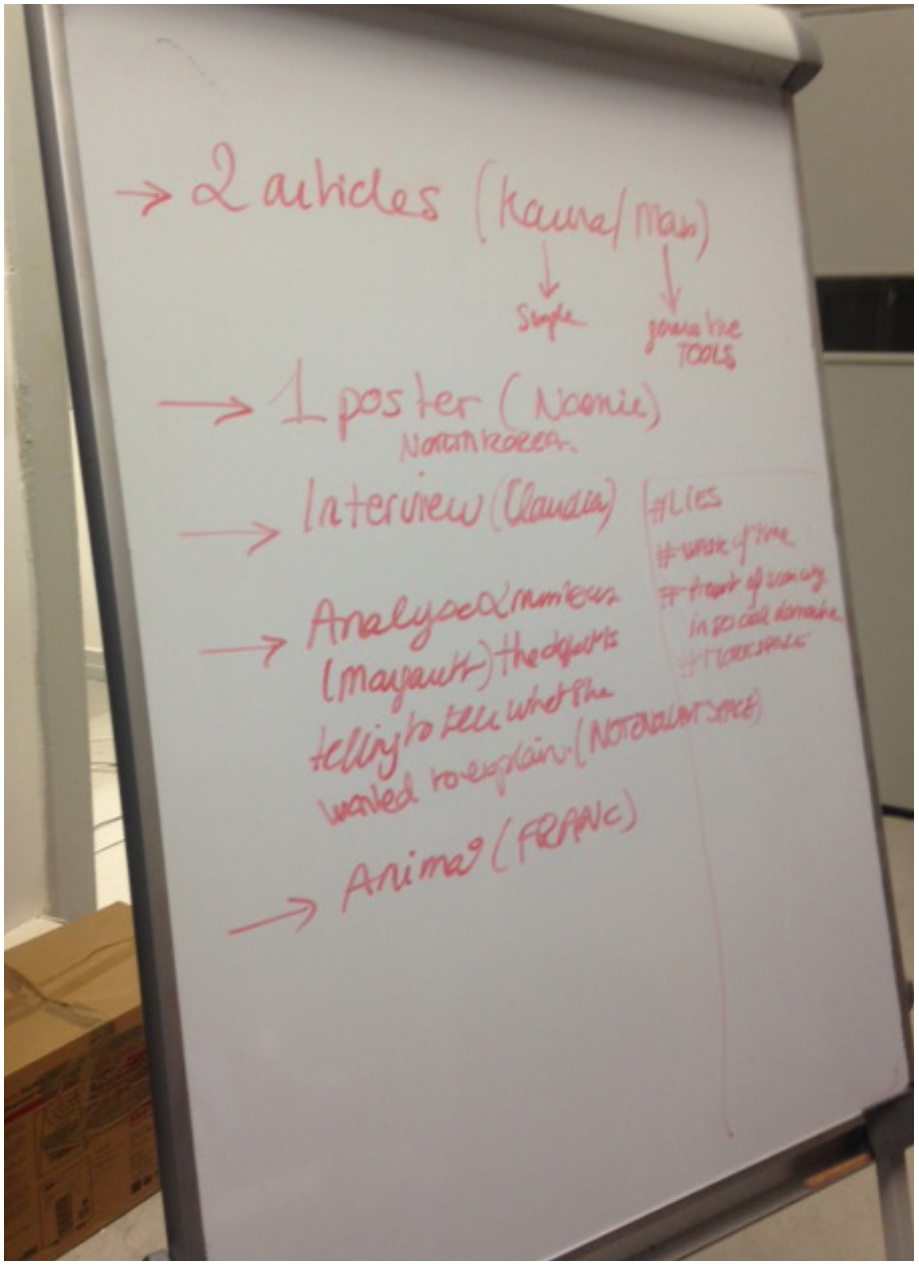
On thursday we realized we had differents contents and they were all really interesting.

The question we had been asking ourselves is how to gather them together and make links between them ?



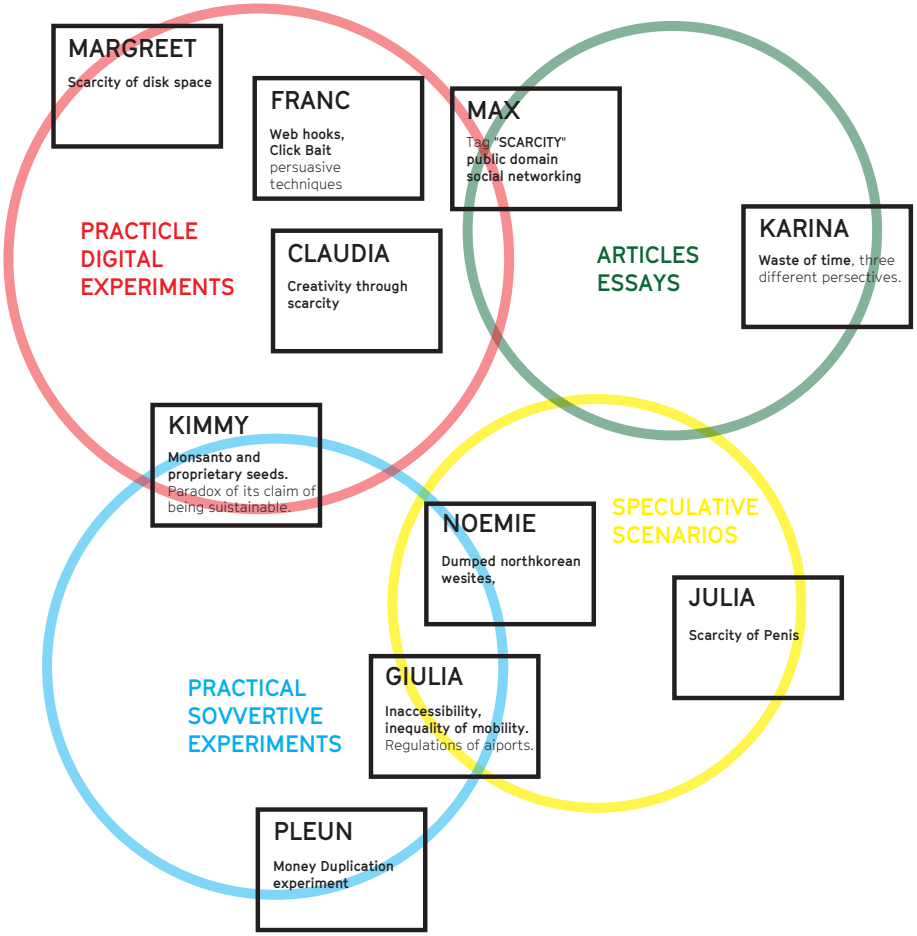
What we had of contents / ideas
20 OCT 2016

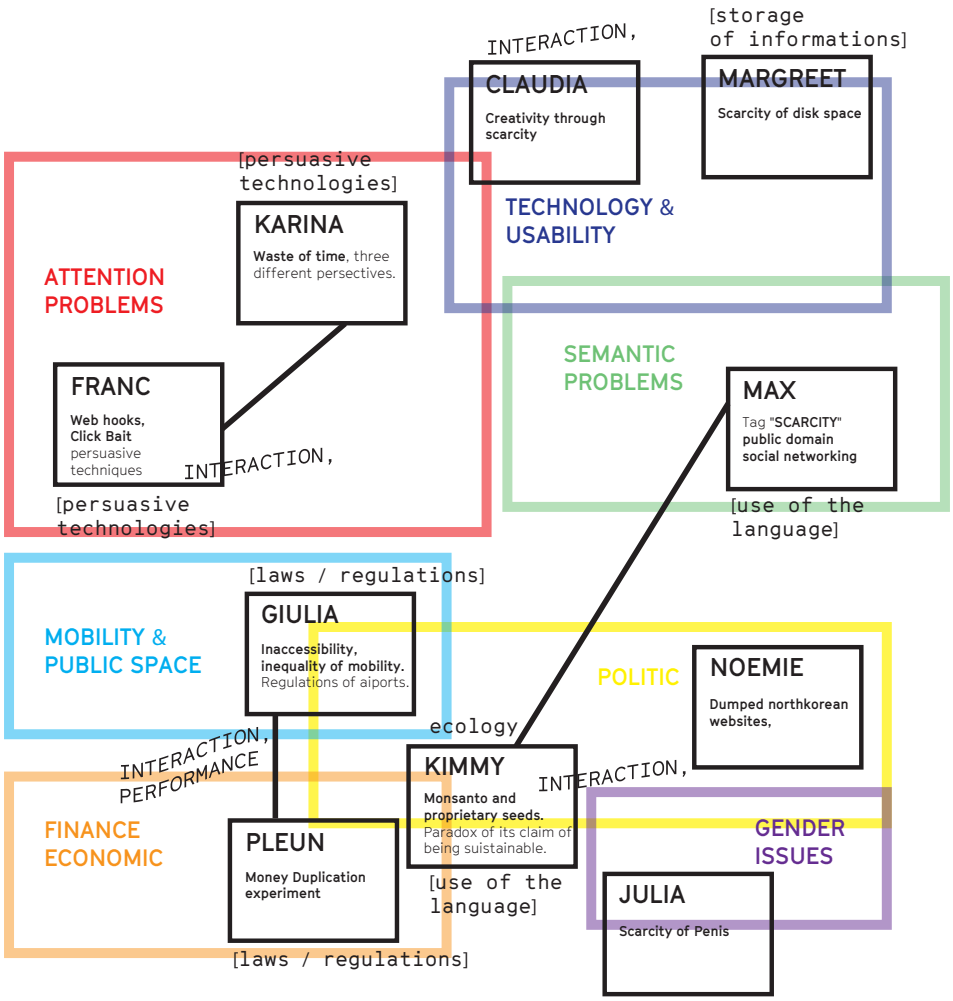




The mains ideas from the content.

- Misinformation
-Lies
-Technology is slaving us
-Waste of attention
-Inequality
-Inacessibility
-Memory / Lack of space
-Clickability


MARGREET
Scarcity of disk space
FRANC
Web hooks,
Click Bait
persuasive
techniques
MAX
Tag "SCARCITY"
public domain
social networking
PRACTICLE
DIGITAL
EXPERIMENTS
CLAUDIA
Creativity through
scarcity
ARTICLES
ESSAYS
KARINA
Waste of time, three
different persectives.
KIMMY
Monsanto and
proprietary seeds.
Paradox of its claim of
being suistainable.
NOEMIE
Dumped northkorean
wesites,
SPECULATIVE
SCENARIOS
JULIA
Scarcity of Penis
PRACTICAL
SOVVERTIVE
EXPERIMENTS
GIULIA
Inaccessibility,
inequality of mobility.
Regulations of airports.
PLEUN
Money Duplication
experiment


INTERACTION,
[storage of informations]
CLAUDIA
Creativity through scarcity
MARGREET
Scarcity of disk space
TECHNOLOGY & USABILITY
[persuasive technologies]
KARINA
Waste of time, three different persectives.
ATTENTION PROBLEMS
SEMANTIC PROBLEMS
FRANC
Web hooks, Click Bait persuasive techniques
INTERACTION,
[persuasive technologies]
MAX
Tag "SCARCITY" public domain social networking
[use of the language]
[laws / regulations]
GIULIA
Inaccessibility, inequality of mobility. Regulations of aiports.
MOBILITY & PUBLIC SPACE
POLITIC
NOEMIE
Dumped northkorean websites,
ecology
INTERACTION, PERFORMANCE
KIMMY
Monsanto and proprietary seeds. Paradox of its claim of being suistainable.
INTERACTION,
FINANCE ECONOMIC
GENDER ISSUES
PLEUN
Money Duplication experiment
[use of the language]
JULIA
Scarcity of Penis
[laws / regulations]

LIST OF CONTENTS SPECIAL ISSUE #*SCARCITY*

	TOPIC	DESCRIPTION PROJECT
MAX	Analysis of the use of the word "SCARCITY" in the public domain and social networking	Writing of a program, that's gonna write the article/essay itself. Outputs: print article/ performance/ interactive installation.
CLAUDIA	Creativity through scarcity + Benjamine Gaoulon interview.	Code based work. Randomly generated webpage, made glitching a predefined code, creating a new random layout everytime you refresh the page.
KARINA	Waste of time, three different persectives. Article / essay Opinion Piece	Article written in more perspectives. (maybe writing more versions of one article based on clickability. The "5 variations", from the less to the most clickable piece...) Topics: Attention, Interest, Search, Desire, Action, Like/dislike, Share, and Love/hate, clickbait, time management
FRANC	Web hooks, Click Bait as persuasive techniques	Interactive E-Book that explores and parody the techniques of "hooking attention". The article/essay/little book will record the attention span of the reader. Exploring attention defecits, and attention grabbing techniques.
GIULIA	Mobility , globality & being public. Inaccessibility, inequality of mobility. Experiment with the regulations of aiports	Looking at who has "freedom" in regards to mobility. Airports are an isolated, easily accessible area and a crossover of many cultures, transports and movements. Form could take a performance, fake scientific diagrams, how to (get arrested) guides.
KIMMY	Monsanto and proprietary seeds. Paradox of its claim of being suistainable.	Both digital and analogue reflection. Digital: folder with a document inside that you can only open after 20 years. Infinite chain of folders with names snippets of the rethoric of Monsanto. Ongoing poem. Analogue: give away free street seeds.
MARGREET	Scarcity of disk space	Research around disk space, both offline and online. Inventory of disk space available offline and online. Document the ways services like Dropbox bargain extra space in exchange of promotion. Questionnaire going on.

What we had working on /
29 OCT 2016

1

Starting point =
few researches on the value of scarcity in the field we use to investigate/work on.

2

Solution =
Using the structure of the game “monopoly”, we play the same rules of the famous game-parody of our economic system as a platform to show and discuss the intents of all the singular project.
Every project becomes a field / city / district (as the districts of the game) on which every participant can invest and build in order to make profit out of it.

3

Purpose =
Analyze the “scarcity” of our society as an artificial product of our capitalistic economic system that produce scarcity as a requirement for its functionality. Question our desire of an infinite abundance and explain while gaming the un-sustainability and absurdity of this aspiration to a perpetual and planned growth.

So we played to manage to understand and replace the rules

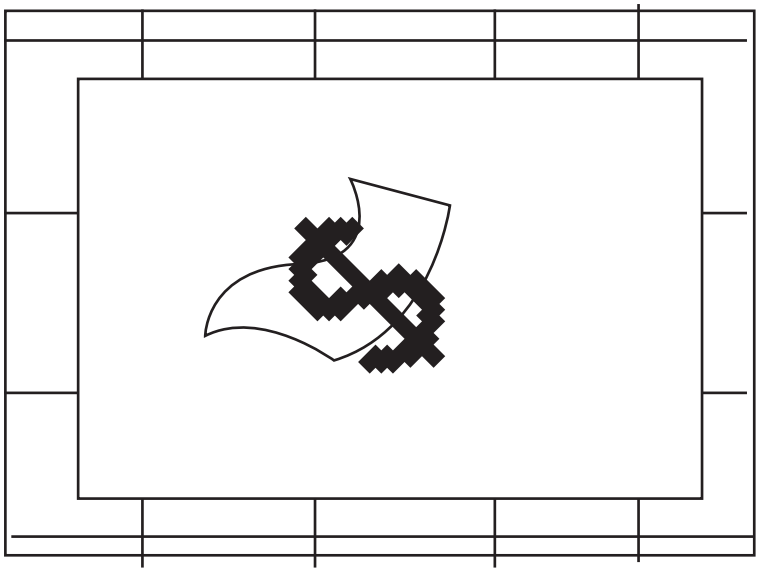
“If there is universal abundance under capitalism, it needs to be privatized and locked away or capitalism will cease to function. If there is too much abundance even with privatization, to make capitalism work we need to have continual warfare, endless schooling, vast prisons, unlimited bureaucracy, and above all endless competition to burn up all that abundance which threatens an economic religion built around scarcity, even to the point where some people might rather blow up most of the planet to artificially create global physical scarcity and start the obsolete system all over.”

What are the instruction now /
31 OCT 2016

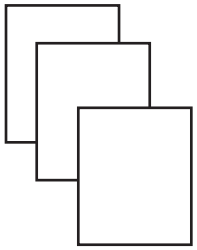
1 / create a scenario / description / instruction behind the field

- What the player will do in your field ?
- How do want to treat your player on your field ?
- How the player should behave ?
-What your field is talking about ?
- What is its name ?
- What is the economical model ?

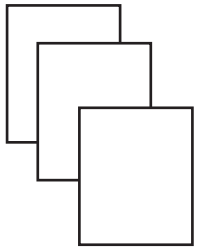
What elements are in the Monopoly /
31 OCT 2016



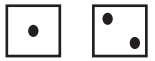
board



Chance cartes

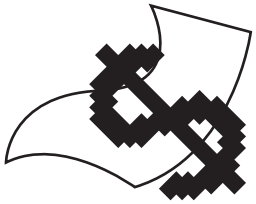


Destiny cards

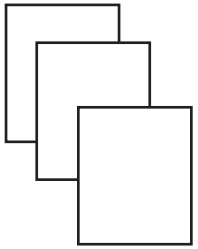


dice

Players



fake money



Territory cards

How to transform those elements ?